KONAMI®

BOOT CAMP™

Instruction Manual

INSTRUCTIONS FOR COMMODORE

WHAT YOU NEED

Commodore 64, 128 or 128D computer; a 1541, 1570 or 1571 disk drive; a Commodore monitor or standard TV; and (1) or (2) joysticks.

LOADING

Select 64 mode, then turn on the disk drive and insert the program into the drive. Type **LOAD"*",8,1** and press RETURN. The program will then load automatically.

CONTROLLING THE ACTION

Boot Camp is controlled by joysticks only. If two persons are going to play, press the Fire Button on joystick 2 to begin. Note: If only one person plays, the joystick must be plugged into port 1.

Assault Course Waggle joystick left and right to build-up speed. Press Fire Button to jump over walls and onto horizontal bars.

Firing Range 1 Use up, down, left, and right on joystick to control Curser. Press Fire Button to shoot your gun.

Iron Man Race Waggle joystick up and down to build-up speed. Move joystick to left and right to move left and right. Press Fire Button to jump obstacles.

Firing Range 2 Move joystick to the left and right to line yourself up with targets. Press Fire Button to shoot your gun.

Firing Range 3 Same instructions as Firing Range 2.

Combat With Sgt. Tailkicker Move joystick left and right to move left and right. Move up to jump and down to duck. Press Fire Button to punch and kick.

Chin-Ups Waggle joystick to the left and right to increase stamina.

Fighting Terrorists Move joystick up to jump and down to duck. Press Fire Button to kick.

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INSTRUCTIONS FOR IBM & IBM COMPATIBLES

WHAT YOU NEED

IBM or IBM compatible computer; 384K for CGA, 512K for EGA;
1 disk drive; color monitor recommended; joysticks optional.

TO RUN

Need DOS 2.0 or greater. Insert Boot Camp disk. Type **BOOT** at the DOS prompt. Hit RETURN. If you are operating with a CGA card, you will use Disk #1 only. If you are operating with an EGA card, you will be prompted when to insert Disk #2.

Note: If you have an EGA card, the program will run automatically in EGA. If you want to override EGA and run the program in the CGA mode, type **BOOT C** instead of **BOOT** to force the game to run in CGA.

KEYBOARD CONTROL

If you're using a keyboard instead of a joystick, use the numeric keypad to control your recruit.

		Advance Forward		
Move Left	7	8	9	Move Right
Move Left	4	5	6	Move Right
		Stop		
Move Left	1	2	3	Move Right
		Retreat		

INSERT KEY

Press to jump.

SPACE BAR

Press to shoot, kick and punch.

INSTRUCTIONS FOR JOYSTICK – IBM

Assault Course

Use joystick to maneuver your man. Press button 0 to build up speed. Press button 1 to jump.

Firing Range 1

Use joystick to maneuver curser. Press button 0 to fire.

Iron Man Race

Use joystick to maneuver your man. Press button 0 to build up speed. Press button 1 to jump.

Firing Range 2

The instructions are the same as Firing Range 1.

Firing Range 3

The instructions are the same as Firing Range 1.

Combat with Sgt. Tailkicker

Use joystick to maneuver your man. Press button 0 to attack. Press button 1 to jump.

Chin-Ups

Press button 0 to increase stamina. Press button 1 to jump.

Fighting Terrorists

Instructions are the same as Combat with Tailkicker.

ADDITIONAL INSTRUCTIONS FOR IBM

During play, press: F1 = Help Menu
F2 = Sound Toggle
Escape = Pause
F9 = Restart

To copy game onto hard disk, the original game program floppy disk must remain in the "A" drive.

BOOT CAMP

ATTEN-HUT!

The baddest Sergeant in the world, Sgt. J. T. Tailkicker, is about to whip your scrawny hide into shape. And you better not wimp out, because terrorists have attacked our embassy, and it'll take a real marine to save the day.

GIVE IT YOUR BEST SHOT

Boot Camp is loaded with treacherous training. Such torturing challenges include the Assault Course, Iron Man Race, Arm Wrestling, Chin-Ups, 3 Firing Ranges, and last, but certainly not least, Hand-To-Hand Combat with Tailkicker.

Then, after you knock out the Sarge, you'll take on a vile bunch of terrorists, utilizing your newfound fighting skills.

The contest ends when you run out of time in an event, are knocked out by the Sgt. or killed by a terrorist.

STATUS AND SCORING

Points, which determine your rank, are scored depending on how efficiently you complete each event. If you complete an event before the time runs out, or if you hit a specified number of firing range targets in the allotted time, and then continue hitting bonus targets, you'll be awarded extra time.

If you fail to qualify in any event by a slim margin of time, you'll be given a chance to continue. This opportunity comes in the form of chin-ups.

Boot Camp can be played by 1 or 2 players.

HINTS

• Collect as much bonus time as possible.
• When you take on the terrorists, remember that you're not up against the clock anymore, and it's wise to take your time sneaking through the embassy.